An Introduction to WebQuests

And its uses in a FACS setting



What is a WebQuest?



- Inquiry-oriented activity
- Task driven
- Use learners' time well
- Focus on using information rather than looking for it
- Discovery learning tool
- Used to begin or end a unit

Critical Attributes of a WebQuest



- WebQuests should:
 - Have a hook
 - Age appropriate
 - Highly visual & engage students
 - Easy to Use
 - Based on specific syllabus outcomes
 - Have a built-in evaluation
 - Use pre-defined resources from the Internet

Critical Attributes of a WebQuest



- WebQuests should contain at least the following parts:
 - Introduction
 - Task
 - Process
 - Resources
 - Evaluation
 - Conclusion

Short Term WebQuests



- The instructional goal is knowledge acquisition and integration
- Learner deals with a significant amount of new information and makes sense of it

 Designed to be completed in one to three class periods

Long Term WebQuests



- Instructional goal is extending and refining knowledge
- Learner deeply analyzes a body of knowledge, transforms it, and demonstrates understanding by presenting it in some way
- Typically takes between one week and a month to complete

Where do I get WebQuests?



- Many available on the web
- Make your own
 - Web Page
 - Hard Copy

How do you do it?



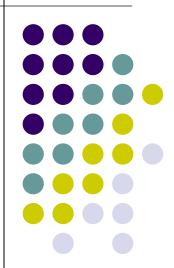
- Think about your webquest in the way you would any other lesson and ask these questions:
 - What do I want my students to learn as a result of this lesson?
 - Why is this information important?
 - Where does the information fit into the specific context of this unit?
 - How does this information fit into the broader curriculum?
 - How can this information help students make connections across subject areas?

Why would you use WebQuests?



- Web sites can take your students anywhere in the world.
- Webquests are a way to let students work in teams.
- More depth, but within limits
- Method to combine students with different ability levels.
- Different, more dynamic approach to teaching the value of research.
- Increases the "comfort level" of students using the Internet for learning activities.
- Current Info

How might you use WebQuests in our Teaching?



Six Reasons Teachers To Use Web Quests



- To begin
- To conclude
- As a collaborative activity
- Create independent thinkers
- To increase competency of technology
- Motivational techniques to keep students on task.

The "cons" of WebQuests



- A WebQuest must be well designed if it is to be successful
- Writing an effective WebQuest requires a cleaver imagination and specialized skill
- What many educators call WebQuests fail to include all of the critical attributes
- Depending on school infrastructure can be a gamble

Lets Go on a WebQuest

Foods of the World

